NORTH EAST FLORIDA T/S USERS GROUP

THE <> SINC <> TIMES

VOLUME 3 ISSUE 2 AUGUST 1987

EDITORIAL

BY STEVE BERG

GOOD NEWS FOR OUR CLUB MEMBERS (ESPECIALLY OUR OUT OF TOWN MEMBERS. AS OF THIS ISSUE OF THE SINC TIMES WE ARE GOING TO A DIFFERENT FORMAT. DUE TO A VOTE AT OUR LAST MEETING WE ARE PUBLISHING ON A BI-MONTHLY BASIS. TO DO THIS WE WILL NOT BE PRINTING IN CONDENSED MODE OR WAITING TILL WE HAVE AN ARTICLE FOR EACH TYPE OF COMPUTER . MOST PEOPLE WE HAVE TALKED TO HAVE AGREED THAT THEY WOULD RATHER HAVE AN ISSUE MORE OFTEN EVEN IF IT DOESN'T CONTAIN AS MUCH INFO.

EVEN WITH THIS IN MIND I BELIEVE YOU WILL FIND THE SINC TIMES TO BE INFORMATIVE AND A SOURCE OF NEW IDEAS FOR THE TIMEX/SINCLAIR COMMUNITY.

IN THIS ISSUE THE READER WILL FIND EXPANDED QL COVERAGE AS THE NUMBER OF QL USERS HAS GROWN QUICKLY IN THE NEF T/S USERS GROUP. A TIP OF THE HAT TO FRANK TOEMAY OF QUANTUM COMPUTING FOR THE 2 PART ARTICLE COMPARING MS-DOS AND QDOS/SUPERBASIC. FRANK USED TO WRITE APPLICATONS SOFTWARE FOR MS-DOS AND IS QUITE QUALIFIED TO COMPARE THE TWO.

MORE BIG NEWS !!!!!!!!!!

THERE WILL BE A WINTERFEST FOR THE T/S COMMUNITY IN SUNNY FLORIDA THE FIRST OF MARCH 1988. AS MANY USA DEALERS AS POSSIBLE ARE BEING INVITED AS WELL THE INTERNATIONAL SINCLAIR/TIMEX DEALER COMMUNITY (AND USERS OF COURSE). THE LOCATION IS ORLANDO FLORIDA. THIS IS THE PERFECT PLACE TO BE IN THE MIDDLE OF WINTER. THERE IS A GOOD REASON DISNEY WORLD CHOSE THIS AREA OF THE COUNTRY TO LOCATE . PACKAGES THAT WILL INCLUDE AIR , HOTEL , AND DISNEY WORLD ARE BEING WORKED ON RIGHT NOW . THE COULD BE AN IDEAL FAMILY VACATION. A BBS HAS BEEN SET UP TO BE THE CENTRAL CLEARING HOUSE FOR THE WINTERFEST . THE NUMBER IS 904-775-0093 RUNNING AT 300 BAUD,7-1-EVEN. IT IS RUN ON A T/S 2068.(HURRAY FOR OUR SIDE!) THIS COMPUTERFEST IS A JOINT EFFORT OF FLORIDIAN T/S USER GROUPS STRECHING FROM JACKSONVILLE ACROSS THE STATE TO TAMPA. THIS TYPE OF COOPERATION IS WHAT T/S COMPUTING IS ALL ABOUT. PLEASE SPREAD THE WORD . SEVERAL DEALERS HAVE ALREADY COMMITTED TO BE THERE. WILL YOU ?

SOME OTHER AREAS WE ARE SUPPORTING IN OUR "NEW" FORMAT ARE THE CPM/RPM USERS AS WELL AS RLE GRAPHICS. THANKS TO PETE FISCHER FOR SOME DISKS FULL OF RLE SCREENS. CONTACT JACK DOHANEY FOR THE RLE DECODER ENCODER FOR THE 2068. (WE WILL HAVE SOME RLE SCREENS IN THE NEXT ISSUE. THERE IS A "TEASER" IN THIS ISSUE).

AT PRESENT I BELEIVE THERE ARE DECODERS FOR THE THE 2068 AND THE QL.

JUST A NOTE TO OUR MEMBERS.JULY IS MEMBERSHIP RENEWAL MONTH. DON'T FORGET TO CONTACT OR SEE BILL FISCHER TO RENEW .

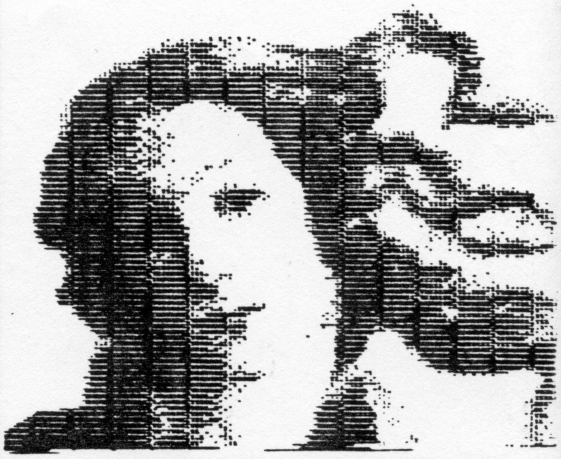
I GUESS IT'S TIME TO GET OFF THE OLD SOAP BOX AND LET YOU DIG IN TO THE SINC/TIMES.

PLEASE ADDRESS ANY COMMENTS/QUESTIONS TO THE EDITOR AT ---------
6634 ORIOLE AVE
JACKSONVILLE,FLA 32216

CONTACT JACK DOHANEY AT 330 RUTHERFORD AVE..REDWOOD CITY,CALIF 94061

CONTENTS

1---EDITORIAL
2---SEC. NOTES
2---CLASS. ADS
3---OLIGER DISK SYSTEM
3---MEMBERSHIP INFO
4---QDOS VERSUS MSDOS
5---QDOS VERSUS MSDOS
6---QL BOOK REVIEW
6---BUD'S MUD
7---CPM CORNER
7---LARKEN DISC SYSTEM
7---CLASSIFIED POLICY
8---CPM REFERENCE GUIDE
9---1ST IMPRESSIONS PT. 2
9---MEETING TIMES
10--RLE GRAPHICS
10--LOOK LOOK LOOK
11--STAR SPANGLED BANNER
12 AD & BACK COVER



COMPUTERS WE SUPPORT

MICRO ACE
SINCLAIR ZX-80
SINCLAIR ZX-81
SINCLAIR SPECTRUM & +
SINCLAIR 128
SINCLAIR QL
TIMEX SINCLAIR 1000
TIMEX SINCLAIR 1500
TIMEX SINCLAIR 2068
PORTUGUESE TIMEX 2068

SECRETARY'S NOTES

As a current update of our newsletter exchange program, I am listing the groups that are currently on the active list of exchangers. As noted in the editorial we at the NEF TSUG will be striving to publish a bimonthly newsletter (which has not been the case in the past) in order to help keep everyone informed of the news regarding the SUNSTATE T/S WINTERFEST '88 National Convention. If your group is not in the newsletter exchange program and would like to be, please write to me at: JOHN KUHN, 1707 King Street, Jacksonville, Fl 32204.

SMUG
C/O Bill Heberlein
5052 N. 91st Street
Milwaulkee, WI 53225

SLUG
4122 Wallingford Ln.
Louisville, KY 48218

SINCUS
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Johnson City, NY 13790

Vancouver Sinclair Users Net.
C/O Rod Humphreys
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Port Moody, B.C. V3H 1N5

TSUG Mile High Chapter
1423 S. Pearl St.
Denver, CO 80210

T/S Users Group of Cincinnati
11 Funston Lane
Cincinnati, Ohio 45218

FD-68 User
C/O Dave Hill
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Holland, MI 49423

TIMELINE Z
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Pacifica, CA 94044

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Irving, TX 75015

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Centerport, NY 11721

CATS
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Bladensburg, MD 20710

SINC-LINK
14 Richome Court
Scarborough, Ont.
M1K 2Y1

Hampton Roads T/S UG
C/O David Alford
112 Kohler Crescent
Newport News, VA 23606

GUTS de Mexico
C/O Adriana Rodriguez
Tlaloc #21
Col. Tlaxpana
C.P. 11370
Mexico D.F.

CLASSIFIED ADS

TRIVIA 2000 (C) ...$19.95. Iaproved version! Features separa Trivia files (TRIVIAL NEEDS TAPES (C)), full color, sound, up four players, T/S 2040 compatible, non repeating questions unt all are used, plus instant scoresheet access. TRIVIAL NEE TAPES (C) are loaded in as a data file so MASTER program nev becomes obsolete. Master tape comes with GENERAL category triv included, other TRIVIAL NEEDS tapes available soon for unc $10. Proposed titles include SUPER SLUETHS, SPORTS TRIVIA, MOV TRIVIA, and various EDUCATIONAL titles! Write: J. KUHN, 17 KING St., JACKSONVILLE, Fl 32204

TS-1000; TS-2040; MEMOTECH ADD-ONS (RAMS, K-BOARD, HRG, PRINTER I/F, ETC); BROTHER THERMAL PRINTER; 12" MONOCHROME MONITOR; SOFTWARE, BOOKS (WILL SEND LIST ON REQUEST). A. LAVIOLETTE 16-1385 BERNARD MONTREAL CANADA H2V 1W1

LAB PROGRAM 2000 ...$24.95. Complete ENVIRONMENTAL LABORATORY program that is fully interactive, Menu driven, T/S 2040 compatible, HELP SCREENS, SCRATCHPAD window, and very User Friendly. Features tabular printout of BOD, COD, MLSS/ MLVSS/ SVI, TOTAL SUSPENDED SOLIDS, TOTAL SOLIDS, BOD/ COD CORRELATION STATISTICS. Another portion of program saves & formats all of days results to be listed or sent to printer at any time. Also available as two 16K T/S 1000 programs. JOHN KUHN, 1707 KING ST., JACKSONVILLE, Fl. 32204

BROTHER HR-5 PRINTER FOR SALE

Thermal dot-matrix printer
INTERFACE: Parallel Centronics or RS-232
PRINTING SPEED: 30 cps
NO. COLUMNS: 80-96 (normal or emphasized pica or elite characters), 40-48 (double-width expanded characters), 66 (reduced double-width expanded characters), 132 (condensed characters)
PAPER: friction feed single or continuous. Standard paper or thermal paper.
PRICE: $99.95 US (S+H and PPD.)

André Laviolette
1385 ouest, av. Bernard suite 16
Montréal QUEBEC H2V 1W1 CANADA
Phone: (514) 273 4103

OLIGER DISC DRIVE SYSTEM

Part 2

This review, started several months ago, was missing some very important information and therefore I will back track and start with the fifth paragraph again.

In answer to the limitations of Version 1, John rewrote the DOS. The most important facet of the new DOS is it's compatability with the Timex tape commands. SAVE / "X", SAVE / "X" LINE n, SAVE / "X" CODE n,m , SAVE / "X" SCREEN$, SAVE / "X" DATA x(), SAVE / "X" DATA x$(), and their related LOAD conterparts are direct replacements for the tape commands. Three new SAVE-LOAD routines are added to the Timex set. SAVE / 0 will save a short (1.7K max) BASIC program to disk. This is LOADed with LOAD / 0 Or simply LOAD - ENTER. IT's primary purpose is to quick-load a 'menu-loader' program from disc which can than load the desired program with a single key press. SAVE / "X" VAL will save all BASIC generated variables to disc without the program. This includes both numeric and string variables. SAVE / "X"ABS is a full 48K 'snapshot' save of homebank ram. This is of limited use from BASIC, however when this capability is combined with the NON-MASKABLE INTERRUPT button on the Oliger memory board a very powerful save anytime feature is added. A simple press of the NMI button stops the program while it is running. Press a number 0-9 and the program is instantly saved to disc. When later loaded the program comes up running at the same point it was stopped.

Other Oliger disc commands are FORMAT / "X", which prepares the disc to accept data in the manner determined by the disc controller and DOS software. CAT or CAT/ will list all files on the disc of the drive enabled. It also lists the number of blocks (5K) used by the file and the remaining free blocks on the disc. RESTORE/"X"ext TO "NEW X" allows file or program names to be changed on the disc. This is very useful for renaming non-maskable interupt saves, as only 10(0 - 9) per disc would be possible without renaming. MOVE/ is a disc copy command which will duplicate a disc to the next logical drive (0 to 1; 3 to 4). MOVE/"X"ext will copy a program or file to the next logical file. MOVE/"X"ext To N(drive number) will copy from the currently called drive to N drive. VERIFY/"X"ext checks the data stored on the disc to make sure it is correctly stored. It does not actually compare to code in memory.

A number of commands are present to allow disc drive parameters to be set. Let/d=N will enable drive N as the active drive. Let/s=N sets the number of sides at 1 or 2. Let/t=N sets the number of tracks in the range from 10 to 250. 40 or 80 tracks are the standard settings for most drives, however it is possible squeeze a little extra room out of a disc by increasing a double sided drive to 42 tracks or an 80 track drive to 83 tracks. I have gotten as much as 85 tracks(845K)out of a quad density drive, however I don't recommend this for the weak hearted. Lastly, Let /h=N sets the head step rate of your drive. Default for this is 6 ms and this will cover the vast majority of drives available to us.

The NON-MASKABLE INTERRUPT button previously mentioned has several additional functions. A save screen$ anytime routine is called by pressing the keys q,w,e,r, or t after the NMI button has been pressed. A high resolution or ASCHI copy routine is called by a press of the z key after interrupt. This is for centronics printers only with Oliger or Aerco interfaces. A Let/p=o/b where b =a for ASCHI, g for gemini(and some epson), o for OKIDATA, L for Olivetti PR2300, or b for Gorilla Banana will except for the 'a' generate the high resolution routines for these machines. The final function of the NMI is a break anytime routine accessed by a press of the 'c' key after interrupt. This will break into BASIC input commands and some machine code programs but is not intended for pirating of software.

Finally, Oliger's rom contains the routines for LLIST,and LPRINT to full size printers. These are separated from the identical Timex commands by a Let/p=t for Timex or o for Oliger. One additional function is a high speed For/Next loop which requires a great deal more explanation than is possible for this review.

What do I think of the Oliger Disc System? It's incredibly fast, and versatile. The commands are well thought out and can be used by the relative beginner as well as us more seasoned (make that old) computerists. It can be used with a varity of equiptment and is expandable with other OLiger goodies such as centronic interfaces, eprom programmers and more. I've had mine for a year and a half and use it every day so I can guarantee the reliability of it. John also sells his interfaces in a bare board form for those of us with good soldering skills, fair scematic reading skills and light pocketbooks. In closing let me add that John backs up his products with technical information second to none and is happy to reply to any written inquiry about his system. MAY THE 2068 BE WITH YOU!!!

MEMBERSHIP INFO

Annual membership dues in the NEF T/S Users group is $12.00 per year. Corresponding membership is encouraged and will entitle you to receive all SINC/TIMES newsletters that are published within a calendar year as well as priority in advertisement publication. The NEF T/S UG meets at the City of Jacksonville's Buckman St. Wastewater plant at 2221 Buckman St. in the saftey training room. The meetings are held on the SECOND and FOURTH saturdays of the month from 10:00 AM till 1:00 PM.

Membership checks or money orders should be made payable to the:

North East Florida T/S Users Group
and mailed to club treasurer:

Bill Fischer
419 Parkwood Dr.
Orange Park, Fl. 32073

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******* A SINCLAIR QL PROGRAMMERS COMPARISON *******

For MS-DOS Programmers That Never Programmed on a SINCLAIR QL...

Remember How MS-DOS evolved from the early Apple to the IBM-PC AT and onto compatibles. Let's Dream a little on This Microsoft DOS & Basic. We'll just Scratch the Surface.

Wouldn't it be Great if Basic itself was a permanent part of DOS or Visa Versa ?!! Can you Imagine why? That way you Could be using all of the DIR & IN DOS Directory Command Structures from Within your Basic Program, be it compiled or interpreted. It certainly would make DOS Access from Within Basic Easier & A Whole Lot More Powerful.

That's Exactly the way it is with the New SINCLAIR QL!! It's Called SuperBASIC with QDOS !! The COMMAND LEVEL is the equivalent to having Simultaneous Access to: DOS, BIOS, And the Basic Interpretor with the MS Disk Operating System. There is Absolutely NO Separation. It's TOTALLY CONCURRENT, So you Don't have to Type "SYSTEM" From Basic to Go Back to DOS Because You're ALREADY THERE! So is Any Program that you Loaded and worked on! There is NO Reason to have to reload a Command.Com because QDOS IS Always There! IN ROM. Compiled Programs don't need to Run & go back to DOS to Edit. You just run the compiler, then either the compiled code or the Basic Program lines, amongst all of what's already there. You can even Run Multiple Copies of The SAME Program, like a Screen Editor, Each being Window Configured to a certain Screen Area. Edit amongst TWO Separate Blocks of code, while they each execute simultaneously. You toggle between Windows with a CTRL-C. Imagine That! You don't have to lose one for another, as in the computer you are now using. You don't ever lose any variables during any of this OR while editing and entering program lines either! Now if Your computer doesn't do that then your OLD Operating System must be HISTORY, A RELIC!!

Imagine if ALL Computers could come with Full Color ON The motherboard, Plus a DUAL Pixel coordinate system. One for Cursor & Text, the other for Graphics Pixels, with relative location adjustable X,Y Coordinates and value Scaling of the graphic screen ?! Now Imagine if you could even Mix the simplified control of Turtle Graphics Commands Right in with the BASIC! Think of the simplicity of programming Graphics with Basic Loops etc. Highly Structured, Simplistic & Easily Debugged into The Desired algorhythm!

On the QL it's NO DREAM, IT'S **STANDARD <u>NOW!</u>** YES: **THE REALITY OF NOW!!**

It's so nice to be able to work on a SuperBASIC Program, Edit & Add Program Lines without all of the current Data in Memory, Variables and Arrays Destroyed Every time you Enter a line. We call it SINCLAIR Superiority Since it's always about the only computer that can do that!
When you run a program on the QL in SuperBASIC your actually accessing a Multitask Operating Environment which constitutes QDOS, itself a part of a Quad Vector Multitasking ROM Operating System which even coprocesses with the interpretor. It runs concurrent & transparent to any regular or compiled SuperBASIC Program.

Assembler and Machine Code Procedures simply become part of the QDOS operating system Automatically, with total position independence. Any Basic or other Language can thereafter simply execute this appended procedure by the mere insertion of it's NAME amongst the program statements, No USR or CALL to an Address is required. How Come ??

Because QDOS will have added the name into the Procedure Area of the Name Table (more on that soon!) with the Basic Command Tokens. This name is followed by the Routine's Address and Parameter Pass List. During execution, this is 1ST Access so the address is immediately loaded into the processor and away goes the Routine's execution.

The same concept applies in SuperBASIC. The Address of program lines containing any Procedure is stored with the name so an immediate jump is made to that block of code. The interpretor doesn't have to scan down from Line 1 until it finds the code area as in the GOSUB Construct. The RETURN Stack is a Hierarchical Access Tree, Not a mere pile of addresses.

An Even more outrageous Concept is how the QL handles ALL Looping & Repeating (An open count continuous REPeat Command Exists). It isn't done in the interpreted fashion as in all other basics. The Entire Repeat Block of Basic program code is Copied into the Variable Values Storage Area in BINARY Machine Language & the address is Handed over to the CPU. Therefore, Giant Multi-Line Loops with conditional branching & Exit Logic can be performed with incredible Machine Speed!

The entire management of the QDOS Operating System is Tabled. There's a Veritable Library of Managing Procedures for Each One. It's the only Basic Interpretor where there is NO Syntax Checking of commands during program execution. ALL of Sinclair's Computers use a special ROM 'Parsing Manager' which takes care of this as the lines are entered. Other basics check the syntax constantly as lines execute to make sure there are no errors. The syntax checking is what makes the interpreting So Slow. By Eliminating it, SuperBASIC Runs 200% Faster since every statement doesn't have to go through that process over and over anymore!

Almost any user knows that if you're only running a small program (Under 50K) on your 640K PC that there is all of this Extra Memory (To the tune of almost 600K) just Hanging there Empty doing nothing in the computer. That's NEVER SO in the QL! ALL Remaining RAM doesn't just hang empty, QDOS Performs complete user transparent Caching of the Entire Contents of ALL working drives into the Remaining RAM as a File Server. Using the remaining RAM for Slave Block Caching of working drives (Not just Directories) enables substantial access time & moving part wear reductions, and this entire process gets Faster as more RAM is added to the computer. On a QL with 1MB of RAM the entire contents of Several Dual Drives can reside Cached into RAM while you're developing and running program code, saving constant drive motor access etc. QDOS only needs to enter writes after buffer closes to the physical drive media. This is even a far superior technique than RAM Disking is, which still must be Copied over to the actual physical medium by the user.

++++++++++++++++++++++++TO BE CONTINUED++++++++++++++++++++++++

BOOK

REVIEW

by Bill Fischer

This is primarily for those readers who are owners of a Sinclair QL. I have just a month or so ago joined the group of QL owners,so I have some interest in the writing of this book review. The book that I have picked to do a review is one written by (Dr.) Mike de Sosa and is "TAKING THE QUANTUM LEAP".

Dr. Mike de Sosa is retired from the Air Force. He has spent over thirty years working with all types of computers. He writes articles on the QL for the "Time Designs Magazine". Mike spent over three years in the writing of this book. When you obtain this book, you will soon understand the work that was taken to produce it.

This book basically starts at the point at which the "Sinclair QL User Guide" (QLUG) ends. Believe me I am not saying anything bad about the QLUG. Several years have passed since the QL user guide was written.Many new ideas about the QL and the theories and programs are released everyday. Mike has done tho rough research and has combined them into what may be the newest book out on the QL covering all the different areas of it's operations.

This has been broken down into a total of 14 chapters as follows:

Chapter 1. Introducting the Quantum Leap
Chapter 2. What to do until the QL comes
Chapter 3. What to do When the QL comes.
Chapter 4. Tickling the ergonomic, two-shot molded, 65-key, QWERTY keyboard
Chapter 5. The Sinclair QL Supermicrocomputer
Chapter 6. "Booting the Dos": Yhe QDOS & the Microdrives
Chapter 7. Quantum Leap sofstware: Common Characteristics
Chapter 8. QL Quill: More than a Word Processor?
Chapter 9. QL Achive: using a "Smart" Filing System
Chapter 10. QL Abacus: Spreadsheet Calculation
Chapter 11. QL Easel: Photogenic Graphics
Chapter 12. Getting It together: OptimiZing QL software
Chapter 13. A Little Sinclair SuperBASIC
Chapter 14. New Developsments

long with Appendices and Index it totals up to approx. 270 ages.

Mike has provided a great deal of ideas and information hat I believe can help people understand the QL micro computer. he style and type of language that Mike uses makes the reading nd understanding much easier for everyone. It is also written hat the advanced programer will be at ease with it.I highly ecommend that the owners of a QL spend the small amount f $26.00 for this book. I have my copy and I am very leased with it.

BUD'S MUD

By Bill Fischer

I know that all us who are owners of a personal computer, enjoy sitting in front of them, either playing games, or mayb even programing them. There are a few things that can makes us upset or maybe even mad. This is from a change in electrica power or damage from lightning strikes In general most of us ta ke electric power for something that keeps coming into our home without problems for us or our families. However this can chang quickly with no warning.

What has brought me to write this article ,is that the ot her day I happen to read two articles on computers. These di not appear in any computer magazines, but in a local newspape and a elecrical company newsletter. Both articles made severa good points which I will try to point out to those of you tha may not have read them or are not from Florida.

The first of the two articiles appear in Clay Elecric Coop erative,Inc.'s "THE KILOWATT".It was titled "Power Outages ca Frustrate Personal Computer Users". I guess many of us have bee in a position, where we are putting alot of hard work on the computer. Then all of sudden with out warning the power drops o even goes out leaving us with agreat deal of hard work gone b the wayside. A quick change in the electrical power that i coming into your home or business can result in problems tha most of us do not even want to think about.

In this article it points out some of these problems and what may be done to solve them. Either by always being aware that everytime we use the computer,it could be lost or by the purchasing of equipment that has been made for solving some of these electrical problems. These will save us alot of time wher we are to busy to think about what the power or weather i doing. A cheap surge protection device can be bought to help protect your computer, however it may not provide the necessar protection you are wanting. The device should be able to handl 2000 amps per millisecond. With this range, it will cost fro about $40 to some where over $120. The question is, is the data that you are entering into your computer and your computer worth the money you will have to pay for this device.

There is another device which can be used. This is a battery back-up supply system. In one of the early issues, P. Wilson provided readers with a battery system. Now if you want to put a little more money into a back-up supply system ,this can range from $400 to over $2000. So each of us can look a little hard at some type of protection device , Or we can spend the time of unplugging our equipment when ever conditions are not right.

The second article appeared in "The Florida Times -Union","Pull Plug to Protect Computer" by Lloyd Brown. This article pointed out some of the same ideas and hardware. However there was one additional item that pointed out an additional problem. That is when lighting strikes your home or business and in turn,damages or fries your computers and your extra hardware. There is one piece of hardware that is very easily forgotten by most of us. This is the Modem which when connected to the telephone line, is no problem, but when lighting strikes it causes real damage to both the modem and computer.

So as owners and programmers we all need to be alot more careful how we take care of our computer hardware. This does not mean completely forgetting them. Good Luck!

CP/M CORNER

Through very little support for those of us running the Aerco RP/M system, I have decided to open up some space for us CP/M users to share some ideas. The continuance of this section will depend entirely upon reader response. Nobody likes to spend time on something and have it become unused. So, if you're out there let's hear from you! Drop me a line (my address can be found in the RLE Graphics article), leave a message on the Sunstate BBS (904-775-0093 300 bps 7,1,E), or just step out your back door and holler if you have to!

There's lots going on with CP/M even though I recently read on a local BBS how it is concidered a "dead" language. It's true, most of the hardcore CP/M users ended up with MS-DOS machines. But hey, there is still a ton of software out there just waiting to be used again Just this week I read a few messages on Compuserve where someone was converting a modem and planning to use IMP (improved modem program) to work on the 2068 at 1200 bps! I understand it's one of the best term programs available for CP/M.

Some months ago our users group rented a public domain CP/M library. Once copied and condensed to fill DSDD disks it still ended up taking 30 disks to complete. PC-File was one of the better files in the library. I use it for keeping my phone numbers, part numbers for work, BBS numbers. It's an exceptional program. Some of the library came from the FOG Users Group so some of it caters to the Osborne computers. But even so, most of it runs unmodified on the 2068. There is a large amount of Mbasic files in there too. JRT Pascal is also in the library, although I don't know of anyone in the club that's spent much time with it. It de-librarys and un- squeezes into 2 full disks. So there is plenty to do with just this one title. I'll be happy to share any files. Just drop me a line.

Even some big name files are up and running on the 2068. Like Wordstar, Turbo Pascal, etc. The only drawback (in my opinin) is the slow keyboard input. In the following weeks a few of us in the club are buying the keyboard interface cards. This not only allows the connection of a longer external keyboard cable, but should inprove on the overtype problem when in RP/M mode. I will report on the performance of this board once installed.

Let's keep this operation system alive. Countless programmers have spent literally thousands upon thousands of hours developing software. Let's not let it go to waste!

Tom Phillips

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C L A S S I F I E D A D S

The SINC/TIMES policy on classified advertisements is: Advertisement is free of charge (subject to change at a later date). Ads may be up to 10 lines of 64 characters per line with a limit of 2 ads per person or business to be included in any one issue. Club members will be given priority on ad publication. All others will be treated on a first come first served basis and will published as space allows or saved for a subsequent issue. Any Ad submitted is subject to review by our editing staff.

LARKEN DISC DRIVE SYSTEM

Part 1

If this byline looks farmiliar it's because I also have an article on the OLiger Disc Drive interface in this same news-letter. The reason for this is simple, I own both of these supurb systems. As I have only recently obtained my Larken interface and have not completely put it through it's paces yet I will limit this part 1 article to first impressions, and go into detail concerning its capabilities in part 2.

The Larken interface is built by Larry Kenny of Navan, Ontario, Canada. The interface comes as two boards, a cartridge board containing the 8K rom and 8K ram, and a 2" by 6" board that connects to the expansion slot on the back on the computer. The rear board contains the disc controller and associated chips, a 34 pin disc drive edge card, a NON-MASKABLE INTERRUPT button and a Kempston campatible Joystick port. The small size of this interface makes it idea for the person who travels a great deal with their computer.

The interface is both Timex and Spectrum compatable and can be used with any spectrum emulator or rom-switch. However, since the physical cartridge slot has been used, plug in cartridges will not work. It is possible to attach your rom to the rear expansion connector or Larry includes instructions on how to add a socket on top of the 8K ram on the cartridge board and run your LROS from there.

The documentation that comes with the machine does a fairly good job of explaining the disc commands but is sparce on explaining the extended BASIC commands that are available. Additional documentation concerning use of the extended BASIC would be helpful.

Formatting is not done from the eprom. The unit comes with a tape which contains the format program. Once the program has been loaded from tape and a disc has been formatted, the format program can be transfered to the disc for ease of future use. Interestingly enough once the disc has been formatted for the drive, the DOS doesn't care what kind of drive is connected as it will read the formatted disc and adjust it's self to the format found.

In the next article I will more extensively discuss the commands and capabilities of the Larken System. As a little teaser, this system will load directly to any bank of memory you can add. But we'll talk about this and other goodies later.

++++++++++++++++++++++++++TO BE CONTINUED+++++++++++++++++++++++

CP/M REFERENCE GUIDE

PROGRAMMERS REFERENCE GUIDE

BUILT-IN COMMANDS

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DIR                  Display file directory (current drive)
DIR d:               Display file directory (designated drive)
DIR filename.typ     Search for named file (current drive)
DIR *.typ            Display all files of named type (curr drv.)
DIR filename.*       Display all types of designated filename
DIR x????.*          Display all filenames 5 characters long and
                        start with letter X.

TYPE filename.typ    Display ASCII file (current dirve)
TYPE d:filename.typ  Display ASCII file (designated drive)

ERA filename.typ     Erase named file (current drive)
ERA *.*              Erase all files (current drive)
ERA *.typ            Erase all files of designated type
ERA d:filename.typ   Erase named file (designated drive)
ERA filename.*       Erase all types of named file (current drive)

REN nuname.typ=olname.typ     REName file (current drive)
REN d:nuname.typ=olname.typ   REName file (designated drive)

SAVE n filename.typ       Save as named file (current drive)
SAVE n d:filename.typ     Save as named file (designated drive
                            n pages (page=256 bytes) starting
                            at page 100H

d:                   Switch to designated disk drive
                        (drive A to P for Version 2.x)

USER n               Change user area (version 2.x)
```

PIP COMMANDS

```
PIP                          Indicates Peripheral Interchange Prog.
*d:=s:filename.typ           Copy named file from source to dest.
*d:nuname.*=s:olname.typ     Change filename and copy source to dest.
PIP d:=s:filename.typ        Indicate PIP and copy named file
PIP d:=s:*.*                 Copy all files from source to dest.
PIP d:=s:filename.*          Copy all named files source to dest.
PIP d:=s:*.typ               Copy all files named type source to dest.

PIP LST:=filename.typ        Send named file to list device
PIP PUN:=filename.typ        Send named file to punch device
PIP CON:=filename.typ        Send named file to console device
PIP filename.typ=RDR:        Copy from reader device to named file

*nuname.typ=aname.typ,bname.typ,cname.typ     Copy and concatenate
                                               ASCII files
*d:nuname.typ=s:aname.typ,s:bname.typ         Copyandconcatenate
                                               ASCII files
*d:nuname.typ=aname.typ[x],bname.typ[x]

PIP LST:=a.name.typ,bname.typ       Send files in sequence to List
PIP LST:=s:name.typ,s:name.typ      Send files in sequence to List
```

PIP PARAMETERS

```
[B]            read data block until ^S character
[Dn]           delete characters past column n
[E]            echo all copy operation to console
[F]            remove form feeds
[Gn]           get file from n user area (version 2.x)
[H]            check for proper hex format
[I]            same as H plus ignore ":00"
[L]            change all upper case characters to lower case
[N]            add line numbers with leading zeros supressed
[N2]           same as N plus leading zeros and tab
[O]            object file transfer; ignore end-of-file
[P]            insert form feed every 60 lines
[Pn]           insert form feeds every n lines
[Qstring^Z]    Quit copying after string is found
[Sstring^Z]    Start copying when string is found
[R]            read SYS file (version 2.x)
[Tn]           expand tab space to every n columns
[U]            change all lower case characters to upper case
[V]            verify copied data
[W]            delete R/O files at destination (version 2.X)
[X]            copy non-ASCII files
[Z]            zero parity bit on all characters in file
```

PIP KEYWORDS

```
CON:    CONsole device (defined in BIOS)
EOF:    Send End-Of-File (ASCII ^Z) to device
INP:    INPut source (patched in PIP)
LST:    LIST device (defined in BIOS)
NUL:    Send 40 nulls to device
OUT:    OUTput destination (patched in PIP)
PRN:    Same as LST:; tabs every 8th character, numbers lines
           & page ejects every 60 lines with initial eject
PUN:    PUNch device (defined in BIOS)
RDR:    ReaDeR device (defined in BIOS)
```

TRANSIENT COMMANDS

```
DDT                  Initiate Dynamic Debugger Tool program
DDT filename.typ     Initiate DDT and load named file
```


++++++++++++++++++++++++TO BE CONTINUED++++++++++++++++++++++++

FIRST IMPRESSIONS ON THE QL PART TWO

BY STEVE BERG

WELCOME BACK TO FIRST IMPRESSIONS . I WENT INTO MY FIRST LOOK AT THE QL LAST ISSUE AND LEFT MANY UNANSWERED QUESTIONS. LETS START BY ANSWERING SOME OF THOSE. TO START,THE QL DOES NOT NOT FEEL CHEAP . IT HAS A SOLID FEEL AND IS EVEN HEAVY FEELING FOR IT'S SIZE. THE KEYBOARD IS OK. IT CAN BE MADE MUCH SMOOTHER FEELING BY CAREFULLY PRYING OF THE KEYCAPS AND SPARINGLY OILING THE KEY SHAFTS WITH A HIGH GRADE SILICONE OIL. THE KEYS ARE NOT REGULAR TYPEWRITER KEYS BUT ARE VERY CLOSE . THEY ARE WAY AHEAD OF THE 2068 KEYS WE ALL GOT USED TO. (BY THE WAY THE QL DOESN'T HAVE TOKENIZED SINGLE KEY BASIC-MORE ON THIS LATER).

ONE OF THE MAIN THINGS OF CONCERN TO MANY IS THE MICRO DRIVES. I CURRENTLY HAVE 20 MICRO DRIVE CARTS. OUT OF THE 20 I HAVE HAD 1 TEAR UP. THAT CART. HAD BEEN USED IN A COMPUTER SHOW AND WAS ACCESSED ALMOST 3 DAYS WITHOUT A BREAK SO I CAN'T COMPLAIN. TALKING ABOUT THAT SHOW COVERS THE LAST QUESTION FROM THE LAST ISSUE . MY QL DID NOT GET HOT AND QUIT NOR HAS IT EVER. EVEN AFTER I INSTALLED A SUPER Q BOARD WHICH DRAWS ITS POWER FROM THE QL I HAVE HAD NO OVERHEATING PROBLEMS. ADDING THE SUPER Q BOARD WAS LIKE ADDING A TURBO CHARGER TO AN ALREADY FINE AUTOMOBILE. IF YOU EVER HAVE A CHANCE TO TRY A SUPERQBOARD YOU'LL LOVE IT.

BACK TO THE MICRO DRIVES FOR A MOMENT . THE ARE NOT AS FAST AS MOST DISK DRIVES BUT MUCH FASTER THAN TAPE. WITH THE PROPER SOFTWARE THEY CAN BE FASTER THAN MOST DISK DRIVES.(ABOUT 7 SECONDS FOR A FULL MDV CART.) THIS SOFTWARE IS USUALLY ASSOCIATED WIYH SOME SORT OF RAM DISKING. MOST DEALERS SELL SEVERAL VERSIONS SO IF YOUR INTERESTED CHECK IT OUT.

IN MY FIRST ARTICLE I STATED THAT THE PSION SUITE OF SOFTWARE THAT COMES WITH THE QL LOOKED FAIRLY SIMPLE. AFTER USING ALL THE SOFTWARE I WILL HAVE TO CHANGE MY TUNE SOMEWHAT. ALL OF THE PROGRAMS CAN BE USED IN A SIMPLE MANNER , BUT IF YOU WANT TO USE THE POWER AVAILABLE YOU BETTER ROLL UP YOUR SLEEVES AND BE PREPARED TO WORK. IN ALL FAIRNESS , ANY PIECE OF SOFTWARE THIS POWERFUL TAKES TIME TO LEARN FULLY.(ARCHIVE IS EXTREMELY POWERFUL,ALMOST A LANGUAGE IN IT'S SELF)

AT THIS POINT IN MY OWNERSHIP OF A QL (ACTUALLY 2 QL'S NOW) I AM VERY PLEASED . THE QL IS LIVING UP TO ALL EXPECTATIONS . THE ONLY LINGERING REGRET I HAVE ABOUT THE QL IS BECAUSE I GOT SPOILED ON TOKENIZED BASIC FROM THE 2068. AS STATED PREVIOUSLY THE QL DOESN'T HAVE TOKENIZED BASIC, HOWEVER IT DOES HAVE WHAT I CALL ABREVIATED BASIC. YOU DON'T HAVE TO TYPE IN THE ENTIRE BASIC WORD , JUST AN ABREVIATION. EXAMPLE-DEF FOR DEFINE. THIS APPLIES TO SOME OF THE BASIC COMMANDS BUT NOT ALL. TO LEAVE WITH A THOUGHT FOR THE NEXT ISSUE CONSIDER THIS . WHY NOT WRITE YOUR PROGRAM ON A 2068,THEN UPLOAD TO THE QL, DOCTOR IT UP WITH THE QL GOODIES AND HAVE THE BEST OF BOTH .

-+-+-+-+-+-+-+-+-+-+CONTINUED NEXT ISSUE-+-+-+-+-+-+-+-+-+-+-+-+-+

PLEASE CONTACT ME WITH QUESTIONS,COMMENTS AND SUGGESTIONS AT THE EDITORS ADDRESS OR ON THE BUS DEPOT BBS 904-262-6761.

The NEF TS Users Group meets on the 2nd and fourth SATURDAYS of the month. @ 10:00 AM till 1:00PM. Upcomming dates include.
July 12, 1986 July 26, 1986 Aug 9, 1986 Aug 23, 1986

For those that have not had the pleasure of experiencing RLE graphics, this article is for you! I am new to RLE myself, so this will only be an observation by a beginner.

RLE is a universal method of transmitting and storing graphics data to be used on almost any type of computer. The header in the file contains the information wether the file will be medium or high resolution. A string of ASCII characters follows, set up in pairs. It is these pairs that tells your computer which pixels to turn on and also what ones to turn off. The number of pixels to be turned on or off are the "run length".

A combination encoder/ decoder program for the 2068 is available through Jack Dohany 390 Rutherford Ave. Redwood City, CA. 94061. This very efficent, menu driven program is offered as "fairware". Meaning, first you order it and if you like it, and use it, then you send a donation to the author. It's based on a "pay what you can" principle. Jack also has other fairware titles available too. Just write him and enclose $1.00 for the catalog. The program I got through a friend was called "Jacks Sampler". This includes the driver program plus over 20 files to get you started.

The RLE files (the pictures themselves) are available as public domain. Compuserve has a complete forum dedicated to the various types of graphics available. I understand that over 2000 pictures are online for downloading. These can be found in the PIX forum. For you compuserve users type GO PIX at any ! prompt and it'll put you there. These are not only RLE graphics, but also GIF and other formats. RLE is the only one we currently have a decoder for. I recently recieved a couple of disks form Pete Fisher of Arizona just crammed with RLE files. Drop me a line and I'll be happy to pass them on. Also any other RLE users out there lets get in touch and swap some files. That's what it's all about.... sharing.

The files range from anything to everything. From simple sketches to elaborate works of art. Childrens graphics, all the way up to X-rated pin ups are available. Enjoy!

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Jacksonville, FL 32217
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CIS ID# 73250,1674

LOOK LOOK LOOK LOOK LOOK LOOK

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LOOK LOOK LOOK LOOK LOOK LOOK

STAR SPANGLED BANNER

by

Oleg D. Jefimenko

This program displays the United States flag and plays the United States Anthem. The program works as follows.

Lines 20-90 produce the title screen. Line 100 causes the computer to wait until a key is pressed. Then it sets a blank white screen surrounded by a cyan border.

The flag is drawn on the white screen by lines 110-190. Lines 110 and 120 create a user-defined five-point star from letter "C." The binary pattern for the star is

```
00000000
00001000
00001000
01111111
00011100
00110110
00100010
00000000
```

Line 130 first prints 32 cyan spaces at the top of the screen (thereby extending the border downward) and then prints the first red stripe of the flag. The stripe is formed by 32 graphics symbols on the "2" key followed by 32 graphics symbols on the "8" key. Line 140 is a loop that prints the remaining six red stripes. Line 150 prints 32 cyan spaces below the flag (thereby closing the gap between the flag and the border).

Line 160 prints a narrow blue band at the left side of the flag by using 13 graphics symbols on the "2" key. Line 170 is a loop that prints the first 44 stars. (Watch out! Be sure to press "GRAPHICS" before and after each "C"). Line 180 prints the remaining six stars. Line 190 prints 13 blue spaces below the stars.

The music part of the program consists of lines 200-280. It was created by using "Musician Royal" software from the Electret Scientific Co. (P.O. Box 4132, Star City, WV 26505). Line 200 instructs the computer to go to line 300 (indefinite pause) after the playing stops; it also sets the tempo, T=1.9, for the principal part of the composition. Line 210 reads the pitch (F) and the duration (V) of the notes from the notes data contained in lines 230-280; it also tells the computer that when F=100 is encountered (this happens near the end of the composition), a slower tempo, T=2.5, should be used. Line 220 creates the BEEP sound of the required pitch and duration.

```
  10 REM *** This program was
written by Oleg D. Jefimenko on
        August 12, 1986.
  20 PAPER 6: BORDER 4: CLS
  30 PRINT PAPER 5;"***** STAR S
PANGLED BANNER *****"
  40 PRINT PAPER 5;AT 21,0;"****
* STAR SPANGLED BANNER *****"
  50 PRINT AT 9,3 ;"THIS PROGRAM
 DISPLAYS THE"
  60 PRINT TAB 7;"UNITED STATES
FLAG"
  70 PRINT TAB 9;"AND PLAYS THE"
  80 PRINT TAB 1;"UNITED STATES
NATIONAL ANTHEM"
  90 PRINT AT 20,0; PAPER 7;"
  PRESS ANY KEY TO START     "
 100 PAUSE 0: PAPER 7: BORDER 5:
 CLS
 110 FOR I=0 TO 7: READ C: POKE
USR "C"+I,C: NEXT I
 120 DATA 0,8,8,127,28,54,34,0
 130 PRINT PAPER 5;"
                              "; INK 2;"
                                        "
 140 FOR J=1 TO 6: PRINT INK 2;A
T J*3+1,0;"
                                        ": NEXT J
 150 PRINT PAPER 5;"
                                        "
 160 PRINT PAPER 5; INK 1;AT 1,0
;"              "
 170 FOR L=1 TO 4: PRINT PAPER 1
; INK 7;AT 2*L,0;" C C C C C C "
;AT 2*L+1,0;"  C C C C C  ": NEX
T L
 180 PRINT PAPER 1; INK 7;" C C
C C C C "
 190 PRINT PAPER 1;"
"
 200 ON ERR GO TO 300: LET T=1.9
 210 READ F,V: IF F=100 THEN LET
 T=2.5: GO TO 210
 220 BEEP T/V,F: GO TO 210
 230 DATA 3,8,0,8,-4,4,0,4,3,4,8
,2,12,8,10,8,8,4,0,4,2,4,3,2,3,8
,3,8,12,2.67,10,8,8,4,7,2,5,8
 240 DATA 7,8,8,4,8,4,3,4,0,4,-4
,4,3,8,0,8,-4,4,0,4,3,4,8,2,12,8
,10,8,8,4,0,4,2,4,3,2,3,8
 250 DATA 3,8,12,2.67,10,8,8,4,7
,2,5,8,7,8,8,4,8,4,3,4,0,4,-4,4,
12,8,12,8,12,4,13,4,15,4,15,2,13
,8
 260 DATA 12,8,10,4,12,4,13,4,13
,2,13,4,12,2,10,8,8,8,7,2,5,8,7,
8,8,4,0,4,2,4,3,1.33,3,4,8,4,8,4
 270 DATA 8,8,7,8,5,4,5,4,5,4,10
,4,13,8,12,8,10,8,8,8,8,4,7,2,3,
8,3,8,8,2.67,10,8,12,8,13,8,15,1
 280 DATA 100,100,8,8,10,8,12,2.
67,13,8,10,4,8,2
 290 SAVE "ANTHEM" LINE 10
 300 ON ERR RESET : PAUSE 0
```

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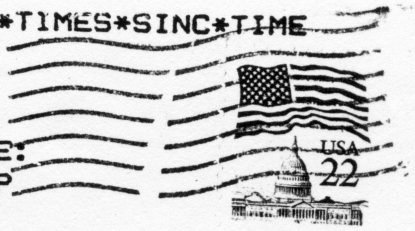

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